POINT BREAKING BARRIER **Mode**

4: 6-Sided Dice To Keep Track Of The Player's Score Of 30+ <¤> Left:# Of 6s + Right:COUNT From 1-6; E.G. 4&6=30 Or 5&6=36 Or 6&6=42. Teams That Score >30 Pts. W/2d6 Rules Or >42 Pts. W/1d12 Rules Active From The START Of Their Games Automatically Wins The Game. Teams Which Accumulate More Than 21 Points Over An Opposing Team With 2d6 Or 1d12 Rules Activated Automatically Wins The Game. Players Both Track ERRORS On 1d12 & >12 ERRORS Loses The Game. Teams Scoring >18 RUNS In An Inning Automatically Wins The Game.

MOMENTUM **Mode**

Players Tally ALL Their Momentum Points (MP) On A Separate 1d12.
MP Counts From 0-11, BUT MP RESETS To ZERO IF 12+ Is Reached.
MP May Be Spent When Players Are Rolling For A Phase Outcome.
Players Alter Outcomes Up OR Down Using MP And Using MOM.
MP Can Be USED For ANY Of The 'Wild Ones' And ALL Re-Rolls.
MP Altered Results For ANY Phase Outcome Nullifies BONUSES.

Bonuses For The *DEFENSE*:
Obtain ONE Cheating Token OR
Gain ONE MP For Each OUT Earned.
Filch ONE MP From Opponent's MP OR
Snitch ONE CT For Each STRIKEOUT Earned.

Bonuses For The *OFFENSE*:
Attain ONE Cheating Token OR
Add ONE MP For Every BASE Earned.
Deduct ONE MP From Opponent's MP OR
Drain ONE CT For Every Scoring RUN Earned.

MOMENEMUM, MOMAXAMUM & MOMINIMUM Can NOT Be Used For Wild One/Re-Roll.
MOMINIMUM And MOMENEMUM May NOT Be Used While ANY MAXAMUM Is Active.
MOMAXAMUM = Use MAXED MP To Change ANY Roll Into ANY SAME PHASE Result.
MP FREEZES At MAX When Activated But RESETS To ZERO At The NEXT Half-Inning.
MOMINIMUM = Using ONE Or More MP To Alter ANY Result Into A Forced Re-Roll.
Cheating Tokens Are Then Gained From The Cache Stash EQUAL To ANY MP Used.
MOMENEMUM = Using ANY Needed MP To Alter Results Into A 'Wild One' Roll.
Cheating Tokens Are Obtained From Opponent's Stash EQUAL To ANY MP Used.

WAIT/TAKE **Mode**

When New BATTERS Activate Wait/Take Mode Before THROWS, W/T Stays Active For An ENTIRE At-Bat & Tallied Bases Are Tracked On 1d10.
If BATTERS Do NOT Swing On Go To BATTING, ADD ONE STRIKE, BUT The BATTER Gains ONE Base MORE For Any Next BATTING Outcome.
NO Player/Opponent Gains/Loses/Obtains/Uses MP. If W/T Is Active For Next At-Bat, Bases Roll Over. Any & All WALKS Nullifies W/T Mode.

TableTop DIAMOND DICE DUO™ ***Cheat Sheet*** *Imagined, Invented & Implemented* By ***Travis Allen King*** A.K.A. ***Damian T. Hallan*** **© 2025**
This Entire System, Each Version, Every House Rule And Cheat, Including & Incorporating Any Aspect Is: Dynamic, Unitized And Optional

CHEATING **Mode**

The Cheat Token Cache May Be: Hidden, Inside A Bag, Or Within A Container.
The Cheat Token May Be ANY Type Of Object Agreed Upon By BOTH Players.
The Cheat Token Count May Be: Set, Limited Or Indeterminate During A Game.

Players Each Start The Game With: ONE Cheating Token, ONE 12-Sided Die & ONE 6-Sided Die.
If Either Player Is Ever Not Able To Pay With CT, They Gain MAX Cheat Level For Being Caught Cheating.
Every Time Either Player Is Caught Cheating, They MUST Then Pay Tokens Accordingly To Their Current Cheat Level.
Players MUST Have 1+ CT To Cheat & Each Cheat Level Equals How Many CT MUST Be Paid Because Of Being Caught Cheating.
Each Player Rolls Their Cheating Die (1d12) To Check Caught Cheat: E.G. LVL 1: 1; LVL 2: 1-3; LVL 3: 1-5; LVL 4: 1-7; LVL 5: 1-9; LVL 6: 1-11.
Every Time Either Player Is Caught Cheating, They Add TWO To Their Own Cheat Level & Die (1d6), Simulating Being Caught Cheating.
If NOT Caught Cheating, The Cheat Level Increases By ONE, BUT Player Gains Momentum Points EQUAL To That New Cheat Level.
Players Alter CT And MP With Bonuses From ANY Of The Phase Outcomes, BUT ONLY IF They NEGATE Being Caught Cheating.
CT Or MP Can NOT Be Gained IF The Player Paid To NEGATE ANY Caught Cheat, BUT The Cheat Level Decreases By THREE.

PITCHING & BATTING **Cheating**

Pitchers MUST Roll Cheating Die BEFORE Rolling For Their THROWS RESULTS.
Using LOADED Balls ALTERS Go To BATTING Results To An Automatic FOUL Ball.
If Caught With No Runners On Base It Is A BALL; Or Runners On A Base It Is A BALK.
Paying THREE Cheat Tokens Negates A Caught Cheat & That Cheat Counts As A STRIKE.

Batters MUST Roll Cheating Die BEFORE An At-Bat Or BEFORE A BATTING RESULT.
Using LOADED Bats ALTERS BATTING/WALKS To ONE Base MORE For That BATTER.
The Batter Is OUT If Caught And No Runners Advance, And ANY And ALL OUTS Stand.
Paying FOUR Cheat Tokens Negates A Caught Cheat & The Cheat Counts As A SUCCESS.
ERRORS Check ONLY Happens IF That Cheat Is SUCCESSFUL During That Cheat Attempt.

How Players Track And Tally Remaining Cheating Attempts Until Absolute Game Loss

Pitching/Batting Cheats Are Tracked On 1d8 Per Player: 7, 5, 3, 1 For PITCHING; 6, 4, 2, 1 For BATTING. If Caught Cheating, Reduce By ONE.
When Cheat Die Is Exhausted And Player Is Then Unable To Pay Tokens AFTER Being Caught Cheating, Then That Player LOSES The Game.
Opponent Can Optionally Choose To Gain Number Of Cheat Tokens Due, Direct From The Cheat Token Cache & Play May Then Continue.

CARD DECK **Mode**

Dynamically Use Card Decks, Which Will Allow One Or Both Players To Unitize Regular Decks Of Playing Cards, Optionally.
Remove Kings And Jokers From Two Decks Of Regular Playing Cards And Set The Leftover Cards Face Down For Each Player.
Regular Playing Cards Simulate Every Dice Roll By Drawing ONE Playing Card From The Card Decks Set Aside For Each Player.
Players Simultaneously Reveal What Version And Which Dice Ruleset Or Whether Card Decks Will Be Used For The Half-Inning.
Place Chosen **Kings** On Top Of Chosen **Jokers** To Make Their Own Player's Card Deck Active But May NOT Shuffle The Card Deck.
Place Chosen **Jokers** On Top Of Chosen **Kings** To Make Their Own Player's Card Deck Inactive & Can OPT To Shuffle The Card Deck.

CARD DECK ***Selections***

Use 1 **King** For *Version* & 1 **Joker** For *Rules*:
King Of **Clubs** - *BaseBall*; **King** Of **Spades** - *BaleBall*;
King Of **Diamonds** - *Expanded*; **King** Of **Hearts** - *Extended*.
Big Or **Black Joker** - **2d6** *Rules*; **Small** Or **Red Joker** - **1d12** *Rules*.
All **Queens** *Equal* **TWELVE**; *All* **Jacks** *Equal* **ELEVEN**; *All* **Aces** *Equal* **ONE**.

CARD DECK ***Stipulations***

Players AUTOMATICALLY Play With All Of The 1d12 Rules In Order To Draw From Their Card Deck.
Players BOTH MUST Draw From Their SAME Unshuffled Decks Until ALL Of The Cards Are Drawn.
Players Who Have ZERO MP May Force Shuffles W/Their Deck; Bonuses Are Earned On The Play.
Players Who Have 0 CT May Force Deck Swaps W/Opp; Bonuses Are NOT Earned On The Play.
Players Use Cheat Tokens For ANY Extra Cards Drawn For A NEW Phase Result On The Play.
When Cheat Tokens Pay For ANY Extra Cards Drawn, NO Momentum Points May Be Used.
If An **Ace** Is Drawn, Then The Player May Choose ANY Outcome From The SAME Phase.

EXPANDED CARD DECK **Mode**

Players In ECD Mode Use **7-Q** as **A-6** & Cards Act As 2d6 Rolls During Wait/Take Mode; OTHERWISE **7-Q** Is WILD, BUT Nullifies Bonuses.
When **7-Q** Is Drawn On 1st Or 2nd Cards, That Player Chooses The Number; OTHERWISE The Opponent Chooses The Number For **7-Q**.
If An **Ace** Is Drawn AFTER The 1st AND 2nd Card For Phase Results, That Player May Choose ANY Outcome From The SAME Phase.
Any And All Aforementioned Card Deck Mode: Selections, Stipulations, Rules & Restrictions Applies To Expanded Card Deck Mode.

MIRROR IMAGES MOMENTUM **Mode**

MIM May ONLY Be Spent AFTER Opponent Completes Phase Outcomes.
Players Tally MIM On A SHARED 1d12 & The MIM Die RESETS At 12+.
Players ADD MP & They Keep MIM Die Until ANY MP Is Added/Used.
Players ONLY Change Phase Outcomes Up OR Down By Using MIM.
MIM May NOT Be Used During ALL 'Wild Ones' OR ANY Re-Rolls.

MIMINIMUM And/Or MIMENEMUM May NOT Be Used When ANY MAXAMUM Is Active.
MIMAXAMUM = Use ADDED MP To Alter Opponent's Roll To ANY SAME PHASE Result.
Momentum Does NOT Deplete If Used, BUT RESETS Back To ZERO At NEXT Half-Inning.
MIMINIMUM = Using ONE Or More MP To Alter Opponent's Roll To Different Results.
Opponent Obtains Cheating Tokens From The Cache Stash EQUAL To ANY MP Used.
MIMENEMUM = Using Needed MP To Alter Opponent's Roll Into A 'Wild One' Roll.
Opponent Then Gains Cheat Tokens From Player's Stash EQUAL To ANY MP Used.

EXTENDED CHEAT SHEET **Mode**

Sign Stealing *Cheat*: Every Half-Inning, BOTH Players Roll 1d12. Higher Roll Chooses Momentum Point Activation For BOTH Teams. Re-Roll 1d12. Higher Roll Chooses Cheat Token Activation For BOTH Teams. ALL TIES Equal NO Choice For Either Player For ANY TIES.

Steroid *Cheat*: DEFENSE Rolls 1d12 Each Half-Inning. If: 10-12, DEFENSE G/L/O/U CT &/Or MP W/O Restriction; 1-9, OFFENSE Obtains 1-9 MP. OFFENSE Rolls 1d12 Every Half-Inning. If: 10-12, OFFENSE G/L/O/U MP &/Or CT W/O Restriction; 1-9, DEFENSE Gains 1-9 Cheating Tokens.

Cleat *Cheat*: Set 1d6 For Every Base. Before THROWS, Roll 1d6 To Know Which STEALING/RUNNING Result Can Be Altered With CC Points. 1st Base MUST Roll 3-1; 2nd Base MUST Roll 2-1; 3rd Base MUST Roll 1. If Roll Is 5-6, Pitcher Rolls 1d4. Each Time Pitcher Rolls, OUTS Range Increases (1, 1-2, 1-3) — ANY Other Runner May Go To STEALING & Resolve Their CC Points. CC Points Remain Active Until Runner Moves.

MISMATCHED MIXED **Mode**

Each Player Rolls 1d6 To Determine Version And Dice Ruleset. Optionally, Roll 2d6 For High Roll, Re-Roll All Ties & Winner Rolls For Both Players. Each Half-Inning, Roll 1d6; 1=Base/2=Bale/5=Exp/6=Ext. Roll 1d6; 1-3=2d6/4-6=1d12. If 1ST Roll 3 Or 4: Roll 1d6; 1=Base/2=Bale/5=Exp/6=Ext. 1ST Roll 3=2d6. Roll 1d6; 3=Choose Version & Dice, 4=Choose Version. 1ST Roll 4=1d12. Roll 1d6; 3=Choose Version, 4=Choose Version & Dice.